NINTENDO GAMECUBE™

Nintendo

NINTENDO GAMECUBE

Nintendo

NINTENDO GAMECUBE™

The Nintendo GameCube was designed to perform just one task—to play video games—and to provide the best possible gaming experience. Compact and stylish, the Nintendo GameCube is a huge technological leap. The specifically optimzed 485-megahertz processor and other cutting edge features guarantee real world performance that translates to industry leading load times and allow the Nintendo GameCube to easily adapt to future technology.

But despite its raw power and the technical specs, the Nintendo GameCube is a reminder of one important fact—Nintendo is all about fun. Great game development is an art and Nintendo is the master of that art. No one else has the unmatched characters, flexible developer-friendly design, exciting connectivity to Game Boy Advance and an unyielding focus on the game play experience—that's the Nintendo Difference.

NINTENDO GAMECUBE™ GAME BOY® ADVANCE CABLE

This cable, when used with specially designed games, allows you to connect the Game Boy Advance to the Nintendo GameCube. The features available will change depending on the game–from exchanging data or unlocking new game levels, to allowing the Game Boy Advance to be used as a supplemental game screen or input device.

GET CONNECTED!

WITH SPECIALLY DESIGNED GAMES.

Sonic™ Advance for Game Boy Advance

CUT THE CORD!
WAVEBIRD
WIRELESS CONTROLLER

NINTENDO GAMECUBE™ CONTROLLER

Nintendo is known for innovation when it comes to controllers, and for good reason. Beyond the classic + Control Pad and Control Stick, the Nintendo GameCube controller features a built-in rumble feature, dual-function analog L and R buttons, and a new analog stick designed for camera control. Striking an ideal balance between comfort and utility, the Nintendo GameCube controller is the perfect tool to master the new classics of the next generation.

NINTENDO GAMECUBE™ WAVEBIRD™ WIRELESS CONTROLLER

Break free of the wires! Plug in the receiver and experience the WaveBird–with the same* control features of the regular controller, but with wireless game play up to 20 feet. Any combination of up to four WaveBird wireless controllers or regular controllers can be connected to the Nintendo GameCube.

* To extend battery life, the WaveBird does not include a built-in rumble feature.

ONLY FOR
SUPER MARIO SUNSHINE™

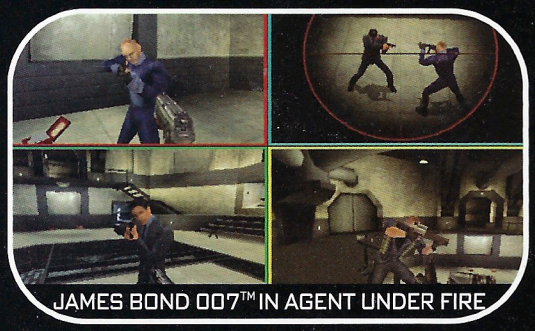
ONLY FOR
THE LEGEND OF ZELDA®

ONLY FOR
STARFOX® AD

ONLY FOR
1080°: WHITE STORM

ONLY FOR
MARIO PARTY® 4

ONLY FOR
ANIMAL CR


JAMES BOND 007™ IN AGENT UNDER FIRE

ONLY FOR
BLOODY ROAR® PRIMAL FURY

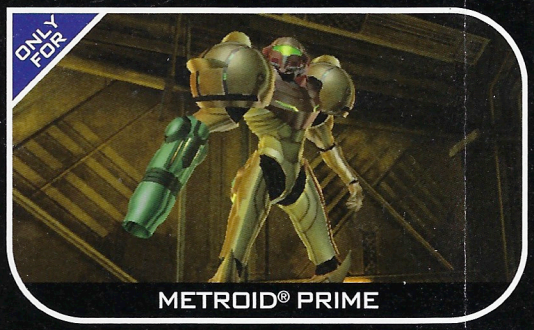
BURNO

2002 FIFA WORLD CUP™

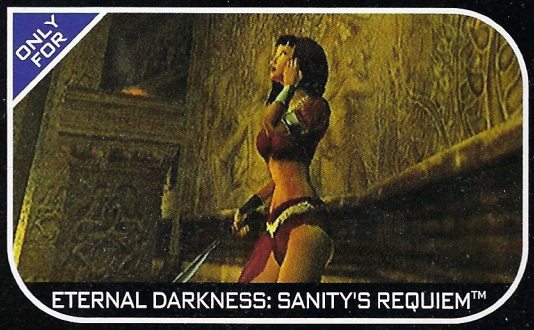
ONLY FOR
HOME RUN KING™

NITRO
CRASH BANDICOOT: TH

DVENTURES

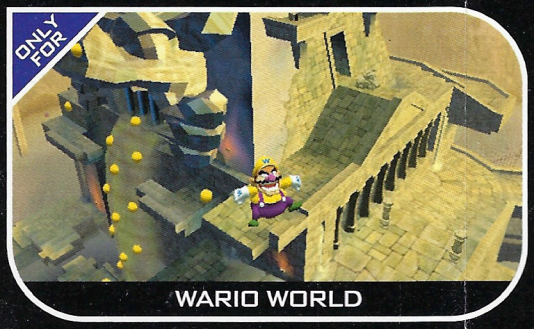


METROID® PRIME



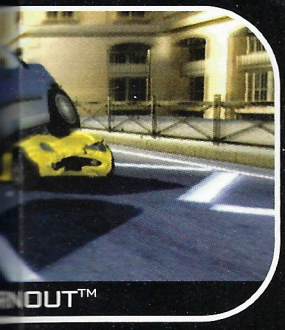
ETERNAL DARKNESS: SANITY'S REQUIEM™

ROSSING™



WARIO WORLD

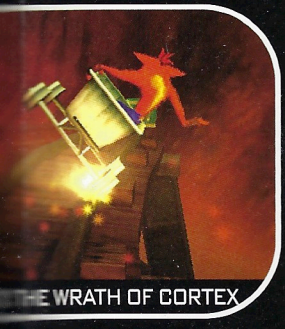
RESIDENT EVIL®



NOUT™

DAVE MIRRA FREESTYLE BMX 3

STAR WARS®: THE CLONE WARS™



THE WRATH OF CORTEX

LOST KINGDOMS™

DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE

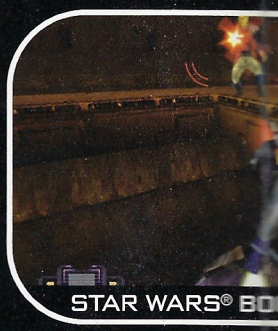
MX SUPERFLY

MORTAL KOMBAT® DEADLY ALLIANCE™

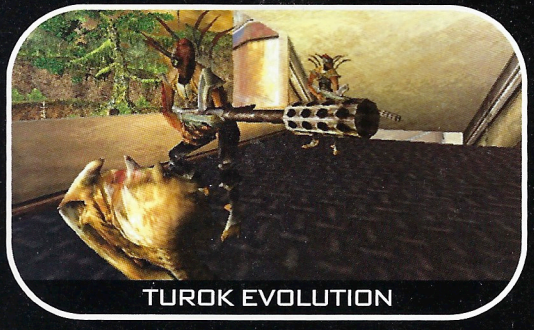
PHANTASY STAR™ ONL

SONIC™ ADVENTURE 2 BATTLE

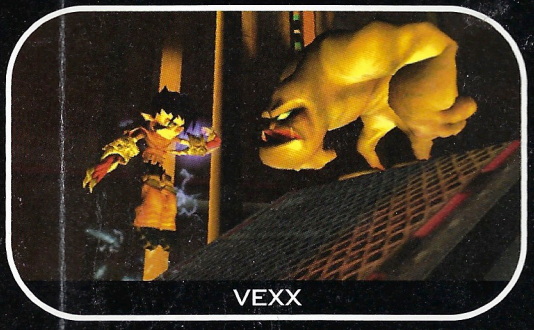
SPIDER-MAN™



STAR WARS® BO

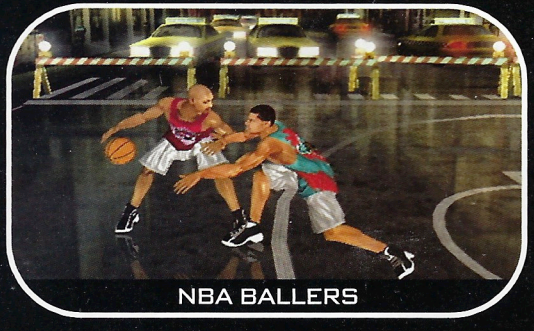


TUROK EVOLUTION



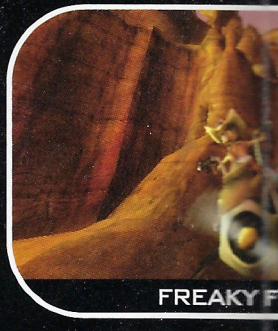
VEXX

BEACH SPIKERS™ VIRTU



NBA BALLERS

F1 2002



FREAKY F

NASCAR THUNDER™ 2003

TIME SPLITTERS® 2

LEGENDS OF

NINTENDO GAMECUBE™

PRODUCTS RANGE FROM RATING PENDING TO MATURE
RP-M
CONTENT RATED BY ESRB

Game tradema

INE: EPISODE I AND II

RAYMAN ARENA

SEGA® SOCCER SLAM™

UNTY HUNTER

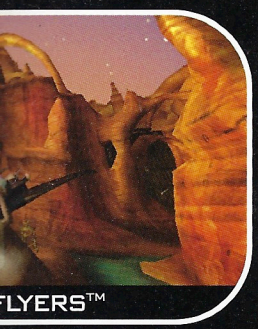
SUPER MONKEY BALL™ 2

TETRIS WORLDS™

A BEACH VOLLEYBALL

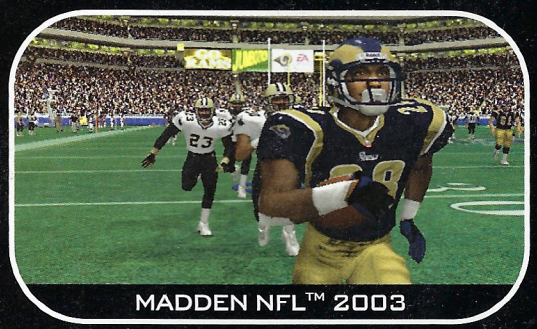
X-MEN™ NEXT DIMENSION

WRESTLEMANIA® X8



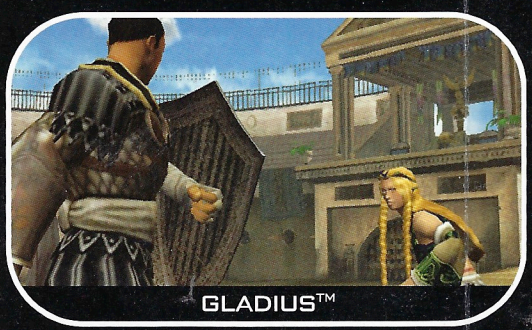
FLYERS™

TOP GUN: COMBAT ZONE



MADDEN NFL™ 2003

WRESTLING



GLADIUS™

ZOOCUBE™

arks and copyrights are property of their respective owners. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo.

www.nintendo.com

Nintendo®

NINTENDO GAMECUBE™

NINTENDO GAMECUBE ACCESSORIES

NINTENDO GAMECUBE Memory Card (59 and 251)

The Memory Card is a portable data storage device designed specifically for the Nintendo GameCube. Most games **require** the Memory Card for saving game settings and progress or recording statistics and swapping characters.

NINTENDO GAMECUBE Controller

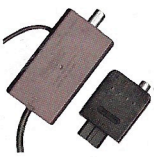
The Nintendo GameCube Controller—available in multiple colors—features subtle, intuitive play control, analog Control Stick and shoulder buttons, and a built-in rumble feature.

NINTENDO GAMECUBE Modem Adapter

The Modem Adapter accessory provides the Nintendo GameCube with a 56K, V.90 compatible modem, extending online game play interactivity and possibilities. Coming soon!

NINTENDO GAMECUBE Component Video Cable

The Component Video Cable supports component signal input with specially designed games, for the latest video technology including progressive scan and high definition televisions.
Available only through Nintendo, call 1-800-255-3700 to order.



NINTENDO GAMECUBE RF Switch

For connecting the Nintendo GameCube to a TV or VCR without audio/video connections. The Nintendo 64 RF Switch is also compatible with Nintendo GameCube.

Questions about Nintendo products, operations or service?
Visit www.nintendo.com
or **1-800-255-3700**

TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo. P/N 47632